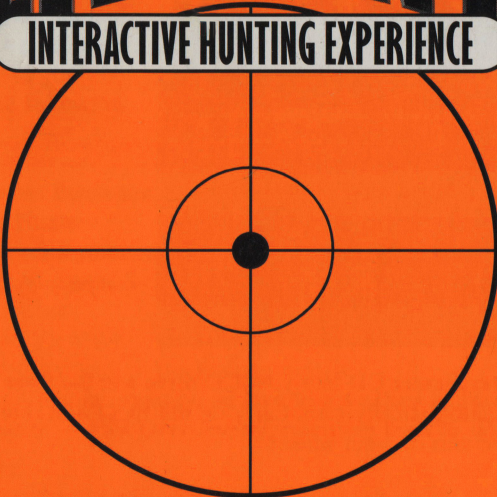


DEER HUNTER

INTERACTIVE HUNTING EXPERIENCE



TM

INSTRUCTION MANUAL
WIZARD Works

Welcome to Deer Hunter, the premier deer hunting simulation from Sunstorm Interactive and WizardWorks. Deer Hunter is designed to provide the most realistic deer hunting experience possible on a computer system. We hope you enjoy it.

System Requirements

100% IBM PC Compatible computer system
Pentium 75 or higher Processor recommended
Windows 95 or Compatible operating system
16 MB RAM minimum
30 MB of free Hard Disk space
CD-ROM Drive & Mouse required
DirectX Compatible Video Card—High performance card recommended
DirectX Compatible Sound Card

If you have not yet installed a DirectX game, please be sure your cards are DirectX compatible. To do this, follow steps a - c on page 14 of this guide.

Installation

Just put the Deer Hunter CD into your CD drive and the Deer Hunter Launcher will automatically start. Click on the **INSTALL** button, and then follow the directions on your screen.

If you have Autorun disabled, click on the **START** button, then **RUN**. At the Run line type in **D:\SETUP** and then click **OK** or press Return. If your CD drive is something other than '**D**' substitute the correct letter. Then follow the instructions on your screen.

Running Deer Hunter

Click on **START** then **PROGRAMS** then **DEER HUNTER**, and finally the **Deer Hunter icon**. This will bring you to the Main Menu. *It will take a short time to load, so don't worry if your screen remains black for a few moments!*

Main Menu

When the program starts you will see the main menu. This menu allows you to choose from the following options.

Start New Hunt — Begin a game of Deer Hunter

Game Credits — See who created this great game, & the version number

Trophy Room — View the top five 'big bucks' and all the hunting details.

How to Play — View information on how to play Deer Hunter

Leave Deer Hunter — Exit Deer Hunter, returning back to Windows.

Screen Shots!

If you'd like to take a screen shot of that big buck off in the distance, just hit F10. It will take a screen shot of the current screen and save it in the Deer Hunter install directory.



Preparing for the Hunt

Choose the equipment you'll use on the hunt! When you start a new hunt, you'll be required to setup the following information:

Hunters Name – Enter your name!

Choose your hunting weapon:

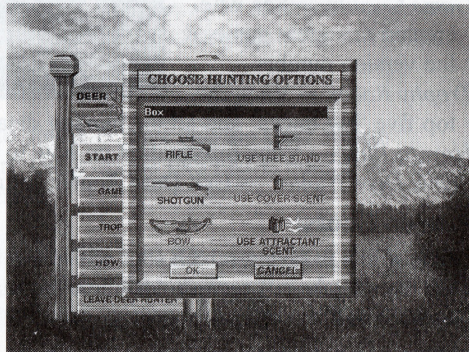
Rifle – You'll be hunting with a .270 caliber rifle. The rifle has a longer range but you must be more accurate with your shot. It's very loud and will definitely scare off the deer when shot. Make your first shot a good one.

Shotgun – A sturdy 12 gauge shotgun. The shotgun has a shorter range but can fire up to 4 shots before you need to reload. Also very loud so it will scare off deer when fired.

Bow – A nice and powerful compound bow. The bow has the shortest range of all the weapons but it also has its benefits. Since it's quiet to shoot, you might be able to get a second shot off before scaring the deer away.

Tree Stand – Use a tree stand to hunt from. Hunting from the tree stand means the deer are less likely to see the hunter. But, the tree stand does get in the way when turning around to aim at deer on the horizon.

Attractant Scent – Use doe scent to



attract the big bucks.

Cover Scent – Use a cover scent to mask your human odor. By using the cover scent, it is less likely that you will be noticed if you are hunting up wind from deer. After you've selected these options, click 'OK' to select a hunting location.

Hunting Locations

Choose a location for the hunt to take place. Scroll through three different hunting locations or visit the target range!

Indiana Winter – Hunt in the cold and desolate woodlands of Indiana. This area is filled with barren trees so it's relatively easy to spot deer in the distance. This area is rumored to have the biggest bucks in the country.

Arkansas Autumn Woodlands – A beautiful fall setting for hunting. The fall leaves make it more difficult to locate bucks in the distance but they are sure worth the wait.

Colorado Alpine Meadows – The thick pine tree valley is populated with a large number of bucks but they can be hard to spot through all the trees.

Target Range – Practice shooting the rifle, shotgun, or bow at various distances. Bullseye and deer targets are placed at various distances to allow you to get a feel for the drop and effective range of each weapon. To clear the targets, just click reset button.



Map View

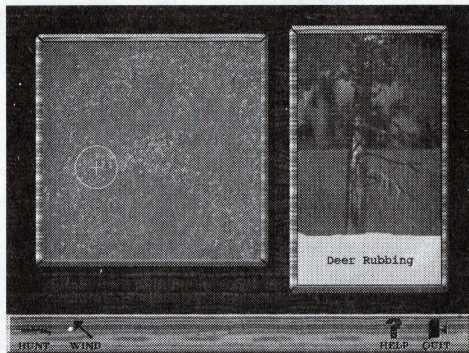
Use the map view to locate the perfect hunting spot! The Map View screen allows you to navigate your hunting location.

Once you've decided on a setting, you'll need to choose the ideal spot to hunt from. This top view map represents a 1.5 mile by 1.5 mile square plot of land. It is populated with deer that roam freely following their natural habits. The deer will move along paths from location to location and react as they would in the wild. You should choose a hunting location in the top view map just like you would in a real hunting situation.

Moving around the map – In this view you control a cross-hair surrounded by a circle. You place the cross-hair in the location that you'd like to begin your hunt and click the left mouse button to move to that location. Keep in mind that the circle surrounding the cross-hair represents the maximum range that you'll be able to spot a deer from the hunting view.

Choosing a hunting spot – You'll want to choose a hunting location where deer travel along paths to and from other areas.

Signs of Deer traffic – When you click on a new location, you may see signs that deer frequent this



area. These signs include Deer Droppings, Deer Rubbings, Deer Scrapes, and Deer Bedding areas. If you do not see any signs, you can hunt from this location but may not be in an area that has very much deer traffic. You can choose a new location, continuing to look for these markings that indicate deer are present. Areas that have a higher concentration of deer markings are much more likely to be ideal hunting locations.

Deer Droppings – Piles of Deer Droppings indicate a deer has travelled this way recently.

Deer Rubbings – Marks on a tree where a Buck has rubbed its antlers against the bark to mark its territory.

Deer Scrapes – A patch on the ground where a deer has scrapped up the grass and ground with its hoof.

Deer Bedding Area – An area of matted down grass where deer sleep. A sure sign that deer are in the area.

Wind – At the bottom of the screen is a wind direction indicator. When choosing a location for hunting, if at all possible you'll want to hunt downwind from the deer.

Hunting View

You'll be looking through the eyes of the Hunter!

Hunting View – Once you are sure that you have found a good hunting location, you'll go to the Hunting View. From this view, you'll be looking through the eyes of the hunter.

Looking around – You can look around the scene in a 360 degree panoramic view. Move the mouse to the far right or left to cause your view to scroll right and left. Move the mouse to the top and bottom of the screen to cause you view to scroll up and down.

Map View button – This button will take you back to the map view allowing you to choose a new hunting spot.

Deer Call – The deer call is used to attract other deer. It can attract the large bucks when used properly.

Deer Antler Rattle – The deer antler rattle makes the sounds of bucks hitting their antlers together. This attracts other bucks when used properly.

Binoculars – Using the binoculars allows you to see much farther.



Using the 'Page Up' and 'Page Down' keys adjusts the binocular zoom level to a higher or lower levels respectively. The plus '+' and minus '-' keys adjust the binocular zoom level up and down more precisely.

While looking through the binoculars at a buck, you can click the left mouse button to try and identify the bucks point size!

Raising the weapon – When you are ready to aim and fire the rifle, shotgun, or bow, you select this icon to raise the weapon.

Aiming – With the weapons up, you are ready to take aim.

Rifle - The rifle will shoot exactly where the scope cross hairs are placed. You have one shot before the gun is lowered to be reloaded.

Shotgun - The shotgun will shoot at the tip of the blade at the end of the shotgun barrel. The shotgun can take four shots in succession before it is reloaded.

Compound Bow - The bow will shoot at the aiming pins. The top pin is sighted in for shooting at 20 yards and the bottom pin is sighted in for shooting at 40 yards. When aiming, keep in mind that each weapon has a maximum effective distance and a 'drop' over that distance. As you hold the bow drawn in the cocked position, the wobble increases as your arm tires!

Aim for the kill zone – In order to kill a buck, you must hit it in the 'kill zone'. The 'kill zone' is the area from the front of its chest to just behind the front leg. A well placed shot which hits the buck in the head will also kill it.

Firing – Firing the weapons is as simple as clicking the Left mouse button

Lowering the weapon – To lower the weapon, click with right mouse button.

Reloading – Once a weapon is fired it must be reloaded. The rifle and the bow must be reloaded after taking a shot so they drop down, reload and raise into the firing position. The shotgun can fire up to four shots in a row before it must be reloaded. This reload function happens automatically.

Compass – The compass indicates the direction that the hunter is facing. This is helpful in tracking deer as they run off in the distance in a particular direction.

Wind Indicator – The wind indicator shows the direction of the wind as it changes. You'll want to adjust your hunting location so that you are always hunting downwind from the deer.

Listen to the hunter! – If you are standing in an area for a long time and the hunter doesn't think deer will come this way, then he will say something like 'I'm getting cold!'. This is an indication that you should consider moving to a new hunting spot!

Quit – This button takes you back to the main menu.

Trophy Room

Take a look at your prize winning bucks! When you down a new buck, you are taken to the trophy room to see if your buck was large enough to be displayed. If your buck is large enough, then it's placed in the trophy room with red text used to indicate the buck you just killed.

If you don't see a trophy with red text next to it, this means that the buck you just killed wasn't large enough to be placed in the trophy room. The trophy room displays the top five big bucks killed. For more information on the Trophy room, see the Deer Hunter Help File.

Strategies

Tips and Techniques for downing the big bucks.

There are *three basic skills* to successful deer hunting.

1. *Find a path that is commonly traveled* by the deer. To do this, keep looking around the map until you find a concentration of deer markings. This is a sure sign that deer frequent this area.

2. *Lure the deer close to you* by using the buck call and antler rattles. Use the buck call and the antler rattles in a realistic manner so you don't scare the buck off.

3. *Track deer using the map view and hunting view* in combination with one another if you are a really skilled hunter. When you locate a deer in the hunting view and the deer leaves the scene, look at your compass and note the direction the deer is headed. Now, switch back to the map view and you can move in that direction as well. Now switch to the hunt view to relocate the deer and repeat this process. You are effectively tracking the deer as it moves around the map. When you have spooked a deer by firing at it, it will be almost impossible to track. You can follow it but it will run from you quickly.

Other Tips

By using the deer call in a quick repeated manner, you can attract large bucks. But, overuse will seem unnatural and will scare off the deer. Three to four calls in

succession usually works the best.

Using the antler rattles will also attract deer. For the best results in attracting deer, you should use the buck call and the antler rattle in combination with each other in short succession.

Once deer are scared away, they will remain shy for sometime and it will be hard to get close enough to them to hunt successfully.

Be sure to lure the deer close enough to get a good shot. If you shoot and miss, the deer will surely run off scared. Using the deer stand will make it less likely that you scare off the deer, sometimes allowing you to take two shots with the bow. The shotgun and rifle are too noisy and will always scare the deer away!

Deer will avoid open fields and will travel along the edges of wooded areas as they move from location to location. When moving from location to location, try to stay in the dense areas of trees so you don't scare off the deer as you move through the woods. Or stay right on the edge of the most dense areas.

Deer have an excellent sense of smell. If you are hunting upwind from a deer, it will smell you and avoid walking in your direction. To get the best results, adjust your hunting location so you are always hunting downwind from deer.

Keep in mind that deer in the game are always moving around the location map in realtime, just like real deer would be. If you see a deer walk off the screen in a particular direction, you may be able to track that deer by switching to the map view and choosing a new hunting location as appropriate.

Deer Hunter DirectX & Troubleshooting Tips

This section will help you to resolve possible problems with Deer Hunter.

DirectX problems (i.e. Initialization errors) are almost always related to non-DirectX compatible video & sound cards or drivers. What does this mean? It means that the drivers for your video or sound cards are not updated to DirectX standards. *Drivers* are basically software that lets your cards communicate with DirectX games. That does not always mean they won't work, just that you must get the updated drivers for them. These are almost always free from your card or computer manufactures, and can usually be easily found on the Internet or by writing your manufacturer. Our experience has shown that most of the problems customers experience are related to hardware that is not compatible with Microsoft's DirectX 5, or conflicts with other programs running in the background while trying to install or play Deer Hunter. The topics covered in this section are:

1. **MINIMUM SYSTEM REQUIREMENTS**
2. **TROUBLESHOOTING VIDEO PROBLEMS**
3. **GRAPHIC BLUR AND FLICKERING**
4. **GAME LOCK-UPS AND SOUND PROBLEMS**
5. **SOUND INITIALIZATION ERROR**
6. **CONTROL INITIALIZATION ERROR**
7. **CANNOT LOCATE MTRR.VXD ERROR**
8. **DETERMINING WHICH VIDEO CARD YOU HAVE**
9. **DETERMINING WHICH SOUND CARD YOU HAVE**
10. **GETTING ADDITIONAL HELP**

1. MINIMUM SYSTEM REQUIREMENTS

Your computer must meet the minimum requirements on page 2, and each of these components must be configured and working properly or the game will not run correctly. DirectX information can be found on the Microsoft DirectX web site, www.microsoft.com/directx/default.asp.

2. TROUBLESHOOTING VIDEO PROBLEMS

If you're having a problem with graphics in Deer Hunter, you may see the following:

- GRAPHICS INITIALIZATION FAILED message, followed by an illegal operation error.
- After clicking on "Start New Hunt," the screen goes black and freezes.
- After clicking on "Start New Hunt," the screen returns to the Deer Hunter menu OR the Windows 95 Desktop.
- The screen is jumbled, consisting of indistinguishable colors and shapes.
- Error, "CANNOT FIND DDRAW.DLL" or "DDRAW.DLL CAUSED AN ILLEGAL OPERATION."

To correct these problems please follow these steps:

- a. Place the Deer Hunter CD-ROM in your CD-ROM drive.
- b. Using Windows Explorer (not My Computer, or autorun will kick in) find the Deer Hunter CD-ROM and select it.
- c. Open the **DirectX** folder (or possibly the SETUP folder if you see it). On the right side of the Explorer window, find and select **DXTOOL.EXE**. The top line should read "DirectX 5". Choose **Cancel** or **Close** to exit DXTOOL.EXE. You can check each of the components by clicking on the "+" box on the left. This will tell you if each driver is compatible. If not, update your driver.
- d. Next, locate and run the DirectX setup program by double-clicking on **DXSETUP.EXE**.
- e. Click on "**Reinstall DirectX...**"
- f. Select **OK** or **YES** to each question. *If DirectX does not directly support your*

*component hardware, you will be told that a particular driver is not recommended. Ignoring this message by clicking **YES** will allow you to install DirectX with a default driver set that may allow you to run Deer Hunter on non-certified hardware.*

- g. Restart Windows to complete the installation of DirectX.

Another solution is to try turning down graphics hardware acceleration. Do this by right-clicking *My Computer*, then select *Properties*. Click the *Performance* tab. Select the *Graphics* button. Slide the *Hardware Acceleration* slider towards *None* in increments until you no longer get the error. This doesn't work in all cases, but it will help for most.

If this does not work, you will need to determine what type of video card you have and if it is DirectX compatible. Refer to the documentation that came with your computer, or contact the computer manufacturer if you are uncertain. You can also follow the instructions in section 8 to determine what type of card is installed. Once you determine what type of card you have, you should contact the manufacturer to obtain the latest video drivers. Manufacturers consistently update software drivers, and a revised driver may be available for even the latest hardware. ***Just because your computer is NEW does not mean it has the latest drivers. Typically, these drivers are free and can be downloaded from the manufacturer over the Internet from the manufacture's site, or many other sites.***

3. GRAPHIC BLUR AND FLICKERING PROBLEMS

If you notice screen flicker or a slow refresh when playing the game, you might need to adjust a setting or two in the Display section of your Control Panel. On some computers there is an option called "Page flip during vertical blank", "Page flip during vertical retrace", or something similar; you should turn this option ON. This

should eliminate the flickering problem you see on your screen. If you are experiencing a slight graphics blur or flickering, contact the video card manufacturer to get the latest drivers for your card. See item 8 for video card information.

4. GAME LOCK-UPS AND SOUND PROBLEMS

Try the steps above in item 3. Then, if Deer Hunter still locks-up after a short period of game play, or you are having problems with the sound, you may have a program conflict, please try the following:

First, you will need to manually delete Deer Hunter from your computer by following these steps:

- Use the ADD / REMOVE PROGRAMS feature of Windows 95, or Double-click on **My Computer**.
- Double-click on the C:\ drive.
- Double-click on the **PROGRAM FILES** folder
- Click once on the **Deer Hunter** folder, the folder will be highlighted. Then click **File** on the menu bar, and select **Delete**.
- Click **Yes** or **Yes to all** as you are asked to confirm deletion.
- Put the Deer Hunter CD-ROM into your CD-ROM drive.

Next, you must close any applications running on your system:

- Close every Window on your screen, and exit from all programs listed in the **TASK BAR**.
- Simultaneously press the **CTRL** key, the **ALT** key and the **DEL** key. This will display the **CLOSE PROGRAM** dialog box.
- Close all programs except Explorer and Systray. One by one, select each program listed in the Close Program dialog box, and then click the **END TASK** button. Do this until the only programs running are Explorer and Systray.

Now reinstall Deer Hunter:

- Click the Start button and select Run from the menu. In the Run dialog box, type **D:\SETUP**, where "D" is the letter that designated your CD-ROM drive.
- Click **OK** and complete the installation procedure.

5. SOUND INITIALIZATION ERROR

Most sound problems are the result of a trying to use a sound card that is not DirectX compatible. If you receive a **SOUND INITIALIZATION FAILED** error message or are having a sound related problem you will need to reinstall DirectX by following the same steps listed in section 2, Troubleshooting Video Problems. **UPDATE YOUR DRIVERS** if those steps do not work.

Note: Some systems, particularly laptops, do not have a sound card and you will not be able to install DirectX sound drivers.

If you do have a sound card, you will need to determine what type of sound card it is. Refer to the documentation that came with your computer or contact the computer manufacturer if you are uncertain. You should then contact the manufacturer of the sound card in order to obtain the latest drivers. Manufacturers consistently update software drivers, and a revised driver may be available for even the latest hardware. *Typically, these drivers are free and can be downloaded from the manufacturer over the Internet.*

6. CONTROL INITIALIZATION ERROR

A **CONTROL INITIALIZATION ERROR** is usually due to a component which does not meet the minimum requirements. Ensure that your processor speed or memory are adequate to run Deer Hunter and that you have no other programs running when you are running Deer Hunter. If your system meets the minimum system requirements, but you are still unable to use the program, please contact technical support at the number listed in section 10, Getting Additional Help.

7. CANNOT LOCATE MTRR.VXD ERROR

If you receive a "CANNOT LOCATE MTRR.VXD" message, you can copy this file directly from the Deer Hunter CD-ROM into the C:\WINDOWS\SYSTEM directory. You will need to restart the computer for Windows to recognize the file.

8. DETERMINING WHICH VIDEO CARD YOU HAVE

- a. At the Windows 95 Desktop, click the **START** button, then click **SETTINGS**, then **CONTROL PANEL**.
- b. Double-Click on **DISPLAY**, then choose **SETTINGS**.
- c. Click on the **CHANGE DISPLAY TYPE** or **ADVANCED SETTINGS** button.
- d. The information next to "Adapter" is the manufacturer and model of your card.

9. DETERMINING WHICH SOUND CARD YOU HAVE

- a. At the Windows 95 Desktop, click the **START** button, then click **SETTINGS**, then **CONTROL PANEL**.
- b. Double-click on **SYSTEM**, then choose the **DEVICE MANAGER** tab.
- c. Double-click on **SOUND, VIDEO AND GAME CONTROLLERS**.
- d. Double-click on the items listed under **SOUND, VIDEO AND GAME CONTROLLERS** to determine the manufacturer of your sound card.

10. GETTING ADDITIONAL HELP

If you've tried all of the applicable solutions in this document and are still unable to play Deer Hunter, please contact WizardWorks technical support at

The WizardWorks Group

A GT Interactive Software Company

2300 Berkshire Lane North

Minneapolis, MN 55441

phone 612-559-5301 fax 612-577-0631

Troubleshooting information for Deer Hunter is periodically updated on the WizardWorks Internet site at www.wizworks.com.

Up-to-date information on DirectX, as well as many updated drivers, are available directly from Microsoft's DirectX Internet site at

www.microsoft.com/directx/default.asp.

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DEER HUNTER CD

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